RIGHT

FIRE

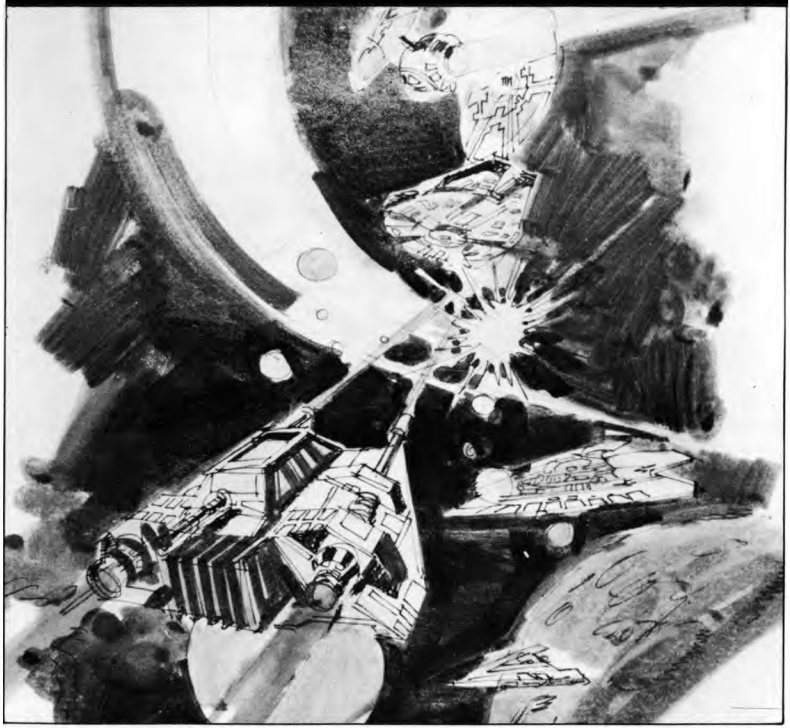
SPACE ATTACK™

ARCADIA-2001™

BY Emerson

VIDEO GAME INSTRUCTIONS

SPACE ATTACK™



CART. NO. 2

PART NO. 1013

GENERAL

1. Be sure the power switch is in OFF position (RED POWER LITE OFF) when inserting or removing a game cartridge. This will prevent damage to your cartridge and console.
2. Insert cartridge into console (Game name should face you).
3. Read this "OWNERS MANUAL" before playing game.
4. Refer to it for all necessary adjustments for best results.

WHAT THE GAME IS ALL ABOUT

1. The goal is to score as many points as possible.
2. Points are gained by shooting down the invading enemy space ships with your missiles.
3. The enemy space ships will fire rockets back at your missile launchers which you must avoid. Watch out for enemy space ships that will try to crash into your missile launcher.
4. On the bottom/left side of the screen is located a fuel gauge to indicate the fuel of the missile in combat.
   When the gauge is indicating empty, a warning signal is heard. If the missile launcher continues fighting when the gauge indicates empty, the missile launcher explodes and the next one continues the combat.
5. The number that is located on the bottom right side of the screen indicate the group of attackers, after group 1 is eliminated the second group of attacker appears on the screen and the number change to 2. The firing from the enemy space ships will be more and more intensive as the group number becomes greater.

HOW TO PLAY THE GAME

1. This is a one player game - use the **RIGHT Hand Controller.**
2. Insert cartridge.
3. Press "POWER ON" switch. Red lamp should lite.
4. Press "RESET" – The picture shown in Fig. 1 should appear on the screen.
5. Press "START" – The enemy space ships will move and fire rockets at your missile launcher. Some of the enemy space ships will fly directly at your missile launcher.
6. Avoid the incoming rockets and the enemy spaceships by moving your missile launcher to the left or right, using the disc or joystick control.
7. Fire your missiles at the enemy spaceships by pressing the Action button on the side of your controller or keyboard buttons at middle column.
8. The missile launcher will be eliminated when a space ship hit it, or when collites with a space ship. Another missile launcher will automatically appear. You start with 3 missile launchers. The missile launchers you have left is shown at the bottom right corner.
9. The game ends when all your missile launchers are destroyed.
10. When your missiles have shot down all the enemy spaceships, a new squadron of spaceships appear and you continue to shoot them down.
11. You receive extra missile launcher as a bonus if you reach 5,000 points.

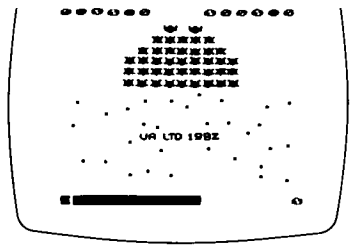


FIG. 1 (picture of enemy position at start)

SCORING SUMMARY

	NUMBER OF ENEMY SPACE SHIP	WITHIN FORMATION	WHEN FLYING AT YOUR MISSILE
1st Row	XX	60 points	200 points
2nd Row	XXXXX	50 points	100 points
3rd Row	XXXXXXX	40 points	80 points
4th Row	XXXXXXXXX	30 points	60 points
5th Row	XXXXXXXXX	30 points	60 points
6th Row	XXXXXXXXX	30 points	60 points

If the final score is the highest achieved it will be automatically transferred to the upper right side score when the "START" button is pressed for a new game. If it is not the highest score it will disappear. You will erase the Hi score if you push either the "RESET" or "POWER" buttons.

Printed in Hong Kong

SUPPLYMENT INSTRUCTION TO "SPACE ATTACK"

- You may enjoy demonstration mode by pressing the "Select" push button until the bottom/right side of the screen appears D1. Then the demonstration mode will begin automatically.

- You may enjoy "Freeze" feature.
  To freeze the game, press any key at left column of keyboard (No. 1,4,7 or Clear) of your left controller then all action will be freezed including the sound.
  Decrease the volume of your TV if necessary.
  For unfreeze function, press any key at right column of keyboard (No. 3,6,9 or Enter). Then action will be resumed immediately.

  Important notice: No freeze feature will be provided when demonstration mode is functioning.

Printed in Hong Kong